[0040] **FIG. 15B** is a view illustrating an AT activating lottery table.

[0041] **FIG. 16A** is a view illustrating a ceiling activating value selection table.

[0042] **FIG. 16B** is a view illustrating a ceiling meter shift selection table.

[0043] **FIG. 17A** is a view illustrating an example of a start command which is transmitted from a main control circuit to a subcontrol circuit.

[0044] **FIG. 17B** is a view illustrating an example of a terminating command which is transmitted from a main control circuit to a subcontrol circuit.

[0045] **FIG. 18A** is a view illustrating an example of a prize-winning command which is transmitted from a main control circuit to a subcontrol circuit.

[0046] **FIG. 18B** is a view illustrating an example of a game medal loading command which is transmitted from a main control circuit to a subcontrol circuit.

[0047] **FIG. 19** is a flowchart illustrating a process of a main control circuit.

[0048] **FIG. 20** is a flowchart illustrating a process of a main control circuit.

[0049] **FIG. 21** is a flowchart illustrating a process of a main control circuit.

[0050] **FIG. 22** is a flowchart illustrating a process of a main control circuit.

[0051] **FIG. 23** is a flowchart illustrating a process of a main control circuit.

[0052] **FIG. 24** is a flowchart illustrating a process of a main control circuit.

[0053] **FIG. 25** is a flowchart illustrating a stop control table selection process.

[0054] **FIG. 26** is a flowchart illustrating a process of a subcontrol circuit.

[0055] **FIG. 27** is a flowchart illustrating a process of a subcontrol circuit.

[0056] **FIG. 28A** is a flowchart illustrating an update process of the number of loaded medals.

[0057] **FIG. 28B** is a flowchart illustrating an update process of the number of BET medals.

[0058] **FIG. 28C** is a flowchart illustrating an update process of the total number of BET medals.

[0059] **FIG. 28D** is a flowchart illustrating an update process of the total disbursed number.

[0060] **FIG. 29** is a flowchart illustrating a ceiling meter process.

[0061] **FIG. 30** is a flowchart illustrating a ceiling AT activating check process.

[0062] FIG.**31** is a flow chart illustrating a ceiling activating value selection process.

[0063] **FIG. 32** is a flowchart illustrating an AT execution process.

[0064] **FIG. 33** is a flowchart illustrating a push order information process.

[0065] **FIG. 34** is a flowchart illustrating an AT activating lottery process.

[0066] **FIG. 35** is an explanatory drawing of a panel display section.

[0067] **FIG. 36** is an exploded perspective diagram of a panel display section.

[0068] **FIG. 37** is an explanatory drawing illustrating an arrangement status of a panel display section.

[0069] **FIG. 38** is an explanatory drawing of a panel display section according to another preferred embodiment.

[0070] **FIG. 39** is an explanatory drawing of a panel display section according to another preferred embodiment.

[0071] **FIG. 40** is an explanatory drawing illustrating an example of performance in this panel display section.

[0072] **FIG. 41** is an explanatory drawing of a modification of a second liquid crystal panel.

[0073] **FIG. 42** is an explanatory drawing illustrating an example of a conventional gaming machine.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0074] According to the present invention, a gaming machine comprises: variable display means for variably displaying a plurality of patterns; front side display means, which is arranged in front of said variable display means, through which the patterns of variable display means can be seen; internal-win-combination determination means for determining an internal-win-combination; a plurality of operation means for stopping the variable display of said variable display means; stop control means for stopping and controlling a variable display operation of said variable display means based on the result of determination of said internal-win-combination determination means and an operation of said operation means; and game media disbursement means for disbursing game media when a stop mode of the variable display means stopped by said stop control means is a predetermined stop mode, wherein said front side display means is configured so as to stack a plurality of panel-shaped displays.

[0075] That is, it comprises the variable display means which is composed of a plurality of rotation reels on which the patterns are formed, and the front side display means, which is arranged in front of that, through which said patterns can be seen, and which makes possible certain information displays containing images, an alternative lamp or the like, and this front side display means is configured so as to stack, for example, two sheets of a panel-shaped display, thereby, if the same image is displayed on the same location of two sheets of the panel-shaped display, respectively, the images are overlapped and can be displayed more clearly, on the other hand, if another image is displayed on one panel-shaped display, both images are displayed so as to be synthesized and an illusionary display can be obtained. Thus, a clearer display, occasionally, more varied displays can be attained by stacking the plurality of panel-shaped displays used for the display.